

# FAKHRI RASYID SAPUTRO

(+62) 812-2769-4379 · fakhriasyids@gmail.com

linkedin.com/in/fakhriasyids · github.com/fakhriasyids · Personal Website: fakhriasyids.github.io

Sidorejo, Salatiga, Jawa Tengah

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## SUMMARY

Informatics Engineering student and Mobile Developer with three years of experience in mobile development who is passionate about SOLID principle and Clean Architecture. Have experience designing and developing applications for government, industrial, and various systems, highlighting my ability to work both in a team and individually. Keen to enhance expertise in Mobile Development field.

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## EDUCATION

<b>Dian Nuswantoro University (GPA 3.85)</b>	<b>2021 - Present</b>
Informatics Engineering	
<b>SMAN 1 Salatiga</b>	<b>2018 - 2021</b>
Mathematics and Science	

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## PROFESSIONAL EXPERIENCE

<b>Android Engineer Intern</b>	<b>Jan 2024 - Present</b>
<b>Traveloka</b>	

- Implementing new features with such design pattern and write Unit & UI Test to cover the development and application needs in Experience and Travel Activities modules.
- Fix bugs and Refactor features in Experience and Travel Activities modules in Traveloka app to enhance the application performance.
- Actively collaborate and communicate with other team to understand the requirements, consistently update progress, and integrate feedback to ensure successful product delivery.

<b>Mobile Developer</b>	<b>Jan 2022 - Present</b>
<b>Part Time Freelancer</b>	

- Constructed various mobile applications from scratch using technologies such as Kotlin, Java, or Flutter with supporting back-end frameworks such as Laravel to meet specific client needs effectively.
- Proactively lead, manage, collaborate, and effectively communicate with the development team when the projects transitioning into team efforts, particularly when modules are tightly integrated.
- Actively communicate with clients to understand their requirements, consistently provided updates, and incorporated their feedback to ensure the delivery of products that meet their expectations.

<b>Android Development Trainer</b>	<b>May 2023 - June 2023</b>
<b>Doscom: Open-Source On The School</b>	

- Provided tailored training in Kotlin, Object-Oriented Programming (OOP), and the development of simple Android applications using Android Studio targeting high school and vocational students at SMKN 9 Semarang, SMK Palapa Semarang, and SMK Nurul Barqi .

<b>Android Development Speaker</b>	<b>March 2023</b>
<b>Doscom: Doscom Sharing Time</b>	

- Conducted a public session on "Hands On with Android Studio," focusing on creating XML layouts and developing basic Android applications using Kotlin.

<b>Project Based Intern: Mobile Developer Virtual Internship Experience</b>	<b>July 2022 - August 2022</b>
<b>Schoters</b>	

- Accomplished diverse tasks at Schoters, demonstrating proficiency in Android development, Firebase integration, version control system management, and code optimization in the Mobile Developer role.

## ORGANIZATIONAL EXPERIENCE

### Google Developer Student Club UDINUS (GDSC Udinus)

August 2023 - Present

- **Head of Event Core Team:** Effectively lead, organize, and manage events for UDINUS Google Developer Students Club, including workshops and technology-focused bootcamps.

### Dinus Open-Source Community (DOSCOM)

August 2022 - Present

- **Head of Human Resource Field:** Actively lead, organize, manage and be fully responsible for the running of the divisions under the Human Resource field, namely the Programming, Multimedia, and Network divisions. Fully responsible for providing in-depth training in soft and hard skills, fostering knowledge-sharing through mentoring and Information Technology competitions.
- **Chief Committee (DOSCOM Bootcamp 2022):** Lead, organize, and manage the Open Source and TealinuxOS bootcamp for DOSCOM, fostering insights into future open-source implementation and strengthening intergenerational relationships.

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## RECENT PROJECTS

### Ndoro Kojo Livestock Application (Kotlin, Laravel)

November 2023 - December 2023

#### Pemerintah Kabupaten Semarang

- Build a mobile livestock application management to assist in recording information about livestock and breeders under the jurisdiction of the Kabupaten Semarang government.

### Absenin (Kotlin, Laravel)

June 2023 - August 2023

#### PT. IDEA BUILDING SERVICE Semarang

- Develop a mobile application for employee attendance tailored to the industrial sector, utilizing the geolocation feature as the primary method for attendance tracking.

### My Heavy Application (Kotlin, Firebase)

February 2023 - May 2023

#### Personal Freelance Project

- Creating a platform for industrial mechanics to facilitate machine maintenance supervision. The platform comprises various modules, including a QR Scanner, PDF Builder, and more.

### PicDF (Kotlin Jetpack Compose)

November 2022 - December 2022

#### Personal Freelance Project

- Developing an app that transforms images into PDFs. Users can easily generate PDFs from multiple images and customize the layout using the PicDF editing interface.

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## ACHIEVEMENTS

- **HiTech 2023: Software & Hardware Fair** (Placed 3rd out of 10 Finalists) March 2023
- **ITC 2022: Web Development** (Placed 2nd out of 5 Finalists) December 2022

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## CERTIFICATIONS

- **Menjadi Android Developer Expert** (Dicoding, ID:NVP79NOWRZR0) January 2023
- **Belajar Pengembangan Aplikasi Android Intermediate** (Dicoding, ID:NVP79895WZR0) November 2022
- **Schoters Mobile Apps Developer Virtual Internship Experience Program** (Schoters) August 2022
- **Belajar Prinsip Pemrograman SOLID** (Dicoding, ID:N9ZO76E2YZG5) June 2022

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## SKILLS

- **Languages:** Kotlin, Java, Dart, JavaScript, PHP, Python, Matlab.
- **Frameworks:** Jetpack Compose, Flutter, Laravel, React Native.
- **Mobile Development Needs:** MVVM, TDD, OOP, Modularization, Reactive Programming, Dependency Injection, Continuous Integration, Firebase.